

# BATTLEFIELD 4™

## SPRING PATCHNOTES



### PATCH HIGHLIGHTS

With the Spring Patch, we are continuing to add new content as well as improve and tweak Battlefield 4. For this release we've listened to your feedback and gave you what you wanted – more guns!

The Spring Patch is thus themed around weapons: core gunplay, balance and everything to do with shooting in general. Our improvements and bug fixes also tie in to this theme as much as possible!

### FIVE NEW WEAPONS



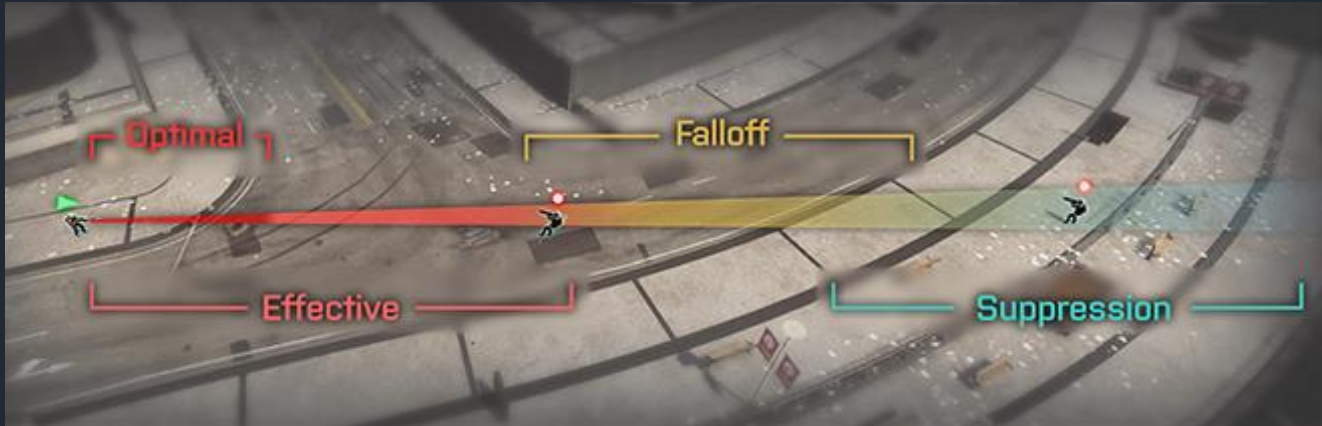
Some of the new weapons are old fan favorites, others were picked based on their unique gameplay aspects. These are the five new weapons:

- New fan favorite Assault Rifle – The AN94  
Picked based on its unique burst gameplay and massive fan desirability.
- New Carbine – The Groza-1  
A unique bullpup carbine of the Groza family, with a built in vertical grip.
- New PDW – The Groza-4  
A unique PDW with built in silencer from the Groza family.
- New Sidearm – The Mare's leg  
Unique long range "sniper" sidearm using magnum rounds.
- New LMG – The L86A1  
Magazine fed LMG, which with the new weapons balance, plays in between a belt-fed LMG and an AR - your "run and gun" LMG

## FULL WEAPONS BALANCE PASS

In the Spring Patch, we have revamped the damage, falloff and suppression model of the game. With this pass, we've touched every single weapon in the game - and specifically *how* they play.

Our goal has been to create distinct roles for the weapon classes, and reward player skill through increased recoil and by bringing back the 2-bullet headshot!



*AN ILLUSTRATION OF OUR NEW DAMAGE, FALLOFF AND SUPPRESSION MODEL*

## RETURN OF GUN MASTER

We are bringing back the Gun Master game mode – which gained its popularity in Battlefield 3: Close Quarters.

Gun Master is played like a Team Deathmatch game. The twist is that you don't get to choose the weapons used. You swap weapons every time you get two consecutive kills on an opponent and whoever is the first player to get a kill with the final weapon wins!

The mode contains the following five presets with at most 18 different weapons in each:

- Standard  
This setup contains rifles, machine guns, shotguns and pistols and ends with the M9 bayonet.
- Classic  
Classic rifles, machine guns, shotguns and pistols ending with a M9 bayonet.
- Pistol  
In this preset you can only use different kinds of pistols, ending with the survival knife.
- DLC  
This mode will let you play with DLC weapons – including the Phantom bow.

- Troll  
Seeing how Gun Master is a "party mode", we had to make a silly weapon list too! This one starts out with ballistic shields (as weapons) and it's downhill from there.



*GUN MASTER IS BACK!*

## NETCODE IMPROVEMENTS

Included improvements to netcode in the Spring patch:

- Better handling of fast vehicles over the network  
Speedy vehicles now behave and look more consistent when send over the network
- Player "stutter" improvement  
Fixed an issue where players "stutter" based on bad network connections
- Reduced overall bandwidth usage for the High Frequency Update layer  
Improves gameplay for players with bad connections, and for players with good connections playing against opponents with bad connections
- "Rubber banding" improvements  
Significantly reduced the occurrence of the "rubber banding" effect when playing with sub optimal connections or servers with bad performance
- Player stance changes are now synced much faster  
Going from stand to crouch to prone is now more correctly represented on opponents screen
- Improved first & third person animation transitions  
Sped up third person animations between stand & crouch to better stay in sync with what is happening in first person

- Network smoothing removed & maximum extrapolation time reduced  
Smoothing now automatically handled, reducing occurrences of taking damage behind/around cover  
Servers now also reject more high ping player bullets when appropriate (when they are already dead for instance)
- Delay of hit indicator reduced  
Hit indicator shows much quicker when you hit the player
- Delay of damage indicator reduced  
Taking damage shows up much quicker when getting hit by an opponent
- Spectator improvements  
Several small improvements to spectator mode related to player state changes
- Several crashes fixed  
One server crash and several client crashes related to networking (all platforms)

For an in depth look what this means - see Battle(non)senses video covering this topic:

<http://bit.ly/SPRINGNETCODE>

## CLIENT STABILITY

With Spring Patch, we set out to significantly improve client stability on all platforms and have applied fixes for the most frequently occurring crashes.

For PC crashes we used the Community Test Environment to confirm our fixes. We focused on crashes and issues with the game client and server – not crashes related to outdated graphics drivers.

We urge all players to update their graphics driver to the latest stable graphics driver versions and keep overclocking to a minimum for the best results!

If you still experience frequent crashes on PC – it could be due to a corrupt install. We recommend repairing your install in Origin if you are having problems, as this usually fixes these issues.

## TACTICAL GAMEPLAY

With Spring Patch, we have taken considerable steps towards improving tactical gameplay. Our goal is to make it possible to outsmart your opponents using superior awareness of your surroundings.

The improvements made towards this effort are:

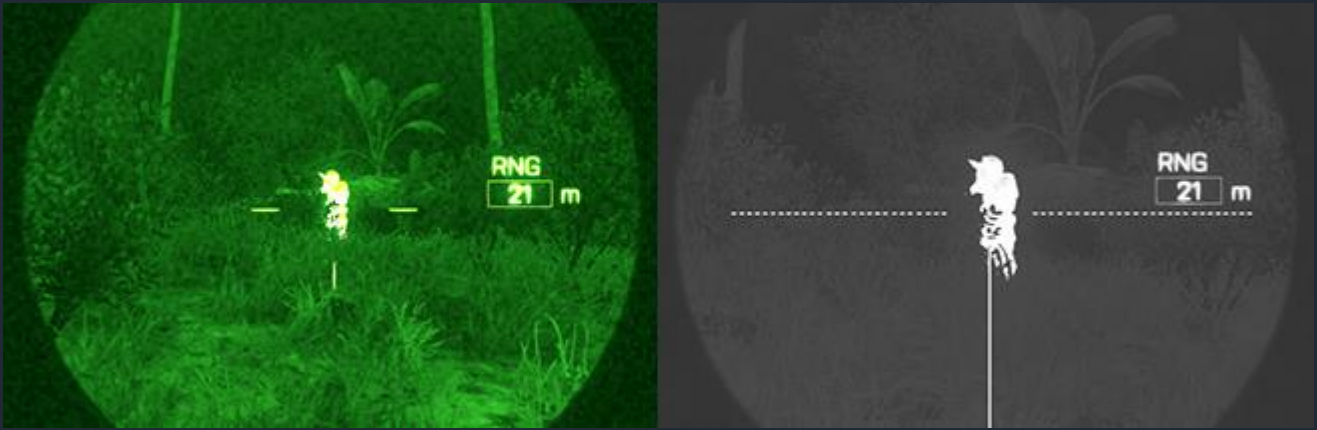
- Passive spotting changes  
Passive spotting (automatic mini-map spotting based on someone in team just looking at an

enemy) is now limited to 100m distance (down from 1.2 km prior). This makes active spotting much more important, and enables you to sneak past enemies if you can keep your distance.

- Updated Tracers  
First person tracers (varies by weapon class) have been updated to more clearly communicate the spread of your weapon – something you have to keep an eye on with the new weapon balance.
- Third person footsteps  
We've re-mixed the third person footsteps sounds introduced with the Winter Patch to be more audible at all times.
- Random Callouts  
Soldier callouts fall into three different categories: Team, Self and Enemy. We re-evaluated automatic callouts (like "I need health") to give players better control over what gets heard by the enemy and when. The rule of thumb is that lines that would inadvertently give away your position will not be heard by the enemy (excepting "grenade!" and "explosion close!"). Lines triggered by manual player action (for example, "get some ammo!") will only be heard by the enemy if they are within vocal proximity and the line is not radio-ized.
- Third person bullet impact sounds added  
Bullet impact sounds now play when shooting the enemy in the head, torso or a limb. These sounds are intended to be subtle, and you may not always hear them over the sound of your weapon. They are more easily heard when using a suppressed weapon.
- Updated IRNV & FLIR optics  
Night vision optics have gotten a major overhaul. They now highlight players and vehicles regardless of what angle they are in relation to the sun, as well as in complete darkness. There are also a lot fewer false positives – anything glowing in night vision now is a player, vehicle, weapon or light.

Countermeasures to night vision have also been improved. Lasers, flashlights and flares now blind night vision optics in a way not seen since the early days of BF3. IR smoke and thermal grenades also block night vision.

The differences in the optic types have also been enhanced. IRNV has improved visibility, especially in low-light conditions and it now highlights targets at close ranges. Thermal optics feature extreme target acquisition at medium ranges but reduce the visibility of the world. We've re-vamped the view distance and visual look of both optics.



*Examples of IRNV and FLIR respectively*

## FULL PATCHNOTES

Here is the detailed list of changes and improvements included in the Spring Patch. All changes apply to all platforms unless explicitly stated otherwise.

### STABILITY

- Fixed multi platform crash related to audio
- Fixed several multi platform server crashes
- Fixed Server crash that would happen in some cases when players were switching teams
- Fixed an issue where users were left in an Infinite loading screen when attempting to connect to a server
- Fixed a multi platform single player crash
- Fixed a bug which caused 2% of joins into an empty game server to fail
- PC: Several client and server crash fixes
- PC: Fix for a crash that occurs when exiting the game client (AMD cards)
- PS4: Fixed a common crash on PS4

### GENERAL IMPROVEMENTS

- Fixed a situation where the player has an auto-throw gadget equipped in the LEFT gadget slot and use it while holding the sidearm, the gadget will stay in the players hands.
- Fixed an issue where the player would sometimes get stuck in the kill cam if receiving damaged from multiple enemies
- Terrain and model destruction now sync better with explosion effects
- Added advanced gameplay options to toggle Parachute Auto deploy, Auto Peek Over and Auto Side Lean
- Small vehicles now can get unstuck by melee just like the boats and jet skis
- Several Netcode improvements (see detailed description above)
- Passive spotting distance reduced from 1200m to 100m \* Spotting cone angle reduced from 3 degrees anywhere to starting at 3 degrees and narrowing down to 0.15 degrees at 1200m
- Currently highlighted objective retained when commo-rose gets active so it is easier to select Attack/Defend for it
- Fixed an issue where the stairs would disappear if players were revived on them. This would happen on multiple levels.
- Fix an issue where claymore kills were not being counted for recon for stats
- Fixed an issue where if the user plays a couple of MP Hardcore rounds prior to entering the Campaign, the single player campaign would not regain health after being hit
- PC: Removed the friendly fire lock on the preset for CLASSIC

- Fixed an issue where the user receives an inaccurate killcard when killed by a remote-controlled vehicle (e.g. EOD bot, Mortar)
- PC: Added functionality for users to move both the CPU/GPU overlay graph and the network performance graph
- Fixed an issue where the kill assist dog tag shows the wrong kill number in "My soldier"
- Console: Fixed a bug where a player will remain stuck in the main menu indefinitely if the controller they are using is assigned to anything other than Controller 1
- Fixed an issue with mastery dog tags showing up twice once they're unlocked
- Several fixes for exploits on multiple levels
- Squad Obliteration: Fixed issue where a bomb that was forced reset could be "re-dropped" resulting in multiple bombs showing up.
- Squad Obliteration: Disabled round time extension. Now the round time will pause whenever a bomb is planted if time has expired instead of extending only if the score is tied or if the losing team plants a bomb if they are down a point.

## AUDIO

- Unique sound for headshots added
- Bullet impact sounds on soldiers improved (using a silencer helps a lot here)
- So called "Random callouts" improved for own team
- Optimized the Lumphini Garden levolution mudslide sounds
- Destruction sound added for WeatherStation buildings on Arctic

## ART

- Fixed an issue where some camos would not display properly in 1st person
- Fixed a graphical issue with the sheets/flags etc. affected by wind which were moving a bit too much

## USER INTERFACE

- We've added stats to 49 existing dog tags including many favorites from BF3. Show off your skills!
- Fixed an issue where the player shoots an enemy with a vehicle weapon, the hit indicator was displayed again when exiting the vehicle
- Enabled network performance overlay on XBOX One. It can be enabled/disabled in the menu options.
- Moved the 3 new playlists added in the Winter Patch to the top of the list and added highlighted them in yellow
- Fixed the levels in the server browser filter list to be sorted in order per release



- Improved HUD clarity for red dot sights based on CTE feedback.
- Fixed duplicate Dog tag names that were present in some languages
- Tweaked and updated the "Help me" icons [need ammo, need health etc] – icon now shows only if you can actually help.
- Fixed an issue where the user was unable to see changes from HUD option screen for "Soldier Optics Reticle", Helicopter and Jet Pilot Hud" and "Vehicle Driver and Vehicle Gunner Hud"
- Increased size of jet ALT, Speed and PMS displays
- Fixed an issue where the Misc HUD transparency advanced gameplay option would affect the customization screen weapon/gadget info element
- Removed 'ID\_M\_SERVERTYPE\_RANKED' from the left bottom corner of the loading screen in multiplayer
- Removed incorrect burst UI indication for CBJ PDW as the weapon does not support burst fire
- Fixed an issue where Soldier camo would be reset after each round transition
- Added squad obliteration to the squad join settings
- Fixed an issue where a damage indicator appears over the initial cut scene when starting a new Campaign

## VEHICLES

- Masters of all jets get special Battlefield themed contrails when wearing any of the jet master dog tags or the Jet Fighter medal dog tag
- Fixed an issue where the grey vision present when a user is at low health is also present after the user exits a vehicle in which he regains his health.
- Fixed an issue where the user is unable to kill an enemy that is located inside a Jeep or a Stationary Weapon with the defibrillator
- Fixed an issue with the options where turning ON the "Decouple aiming from turning" the "Vehicle aim relative control" has no functionality

## WEAPONS

- Added 5 new weapons
- Adjusted the ADS scaling and FOV controls to make the optics not magnify more than their default
- "Headglitch" fix: Weapon down state using cover peek system in combination with the proper bullet spawn positions [from weapon instead of eye]
- Updated night vision optics [see above for details]
- Fixed an issue with the ACOG scope where its leftmost bar stretched to a solid black block when aiming down sights.
- Fixed the tactical light on the MTAR-21

- Fixed an issue on some sniper rifles where the range finder used in combination with the flash hider would cause issues with the range finder functionality
- Fixed issues with the Belt Feeder/Autoloader not functioning on certain weapons.
- Full weapons balance pass and suppression mechanic update (see above for details)
- Sniper weapon tracer/Impact improvement to make it visible for longer distances
- Fixed an issue with the M16A4 where the laser sight accessories would appear when ADS with FLIR/IRNV
- Fixed bug with flashbang that was preventing it from reaching intended brightness and duration.
- Fixed the UI for weapons and accessories to reflect correct values in the customize screen
- Updated all weapon tracers to make them more clear and visible
- Added overheating message to some stationary weapons that were previously missing those messages

## GAME MODE

- Added Gun Master game mode to the 10 base game maps

## BATTLELOG

- Implemented and adapted Battlelog for Battlefield 4 Spring Patch
- Additional underlying preparations for deprecation of need to install Battlelog web plugin
- Minor improvements to new Chat system
- Fixed Premium calendar progress indicator to show correct progress

## MAPS

### SIEGE OF SHANGHAI

- Added cover areas on Siege of Shanghai for Squad Obliteration
- Fixed an issue where the user could see out of game world through a building wall
- Moved attack helicopter that was stuck inside wall on Siege of Shanghai

### ROGUE TRANSMISSION

- Fixed an issue where the destroyed dish parts would cause occlusion issues.
- Grenade launchers now properly explode on the Concrete around the Research Facility

### OPERATION METRO 2014

- Adjusted the TDM/SQDM/DOM, addressing issues with teams spawning too close together at the start of a match.

#### GULF OF OMAN 2014

- Adjusted the TDM/SQDM/DOM, addressing issues with teams spawning too close together at the start of a match.

#### OPERATION LOCKER

- Fixed collision issues
- X360: Optimized memory to reduce crashes

#### HAINAN RESORT

- Fixed collision issues

#### GOLMUD RAILWAY

- Fixed a stone fence near the north edge of the map that was misaligned with the ground, making it appearing like it was floating.

#### TEST RANGE

- Added hit indicators to the targets
- Various smaller bug fixes

THE DEPICTION OF ANY WEAPON OR VEHICLE IN THIS GAME DOES NOT INDICATE AFFILIATION, SPONSORSHIP OR ENDORSEMENT BY ANY WEAPON OR VEHICLE MANUFACTURER.